EMOTIVE DESIGN

Copyright : The Contributors (see back)
Published : 2010-12-02
License : GPLv2+
Note : We offer no warranty if you follow this manual and something goes wrong. So be careful!

TABLE OF CONTENTS

Interactive Heated Bus Stop - Paul Gonnelly

Buddy OS - Patrick Clarke

MP3 Hat - James Callaghan

Emotive Webcam Capture - Hugh Doyle

Super Goals Saving Box - JuanRong

SoundAlert - Keith Brady

Animated Task Manager - Ricky Doyle

Emotive Bag - Lillian

Script Pal - Pamela Hanratty

The Hive Mind - Sean Liggan

Cook Chuck - Ros Madigan

Flab Fighting Fridge - David Dooley

The RATOR - Emer McTeggart

Portable and Wireless Electronic Projection Device - Ciaran Rabbitte

Switch - Pauric Freeman

Jenorator - Pádraig Birch

INTERACTIVE HEATED BUS STOP BY PAUL GONNELLY

My own understanding of emotive design may refer to any design, product or installation that has the ability to appeal to a user's senses or emotional values. For this chapter, I propose the concept of a digital bus stop which reacts with commuters of bus transport in many different forms. The digital bus stop uses various technologies such as integrated camera recognition software, touch screen technology, GPS software (Global Positioning System), voice recognition and an air heating system. Using a multitude of technologies helps to overcome user frustrations by appealing to a variety of their senses.

How does it work?

Each user holds a National Identity Card which contains information relative to him/herself. Once the user approaches the digital bus stop, the sensors within the camera recognize the user's card and greets them personally, either on screen or through wireless blue tooth earphones. Users have the choice of speaking or typing their destination to the screen which in turn displays the relevant information of their chosen bus. The display also communicates via GPS with each local bus and gives a clear indication of it's whereabouts. While waiting, the user can choose to browse the web through the reinforced touch screen display. The system also recognizes the weather conditions and will warm or cool the user using the overhead heating system which blasts out jets of cool or hot air. As the user will be facing away from traffic, the system will alert the user when their bus has arrived at the bus stop. See fig 2. Another useful feature of the blue tooth earphones is that they will pick up when the user is approaching his/her stop while on a bus by communicating with the appropriate digital bus stop along the buses' route. The use of reinforced touch screen technology deters any acts of vandalism. The glass is tough to penetrate and can be cleaned easily.

This technology tailors to the needs of each individual. Users will become to appreciate how the installation reacts to various human senses. There are many benefits of the design. It talks to you, It allows you to talk or type back. It keeps you warm or cool depending on weather conditions. It provides you with useful information and allows you to access your own emails, blogs, news feeds. More importantly, it diffuses the sense of boredom and uncertainty which can be felt at bus stops by giving real time information of arrivals. The Media Equation (Cambridge Univ. Press, 1996) is a book written by Clifford Nass and Byron Reeves. Their research method consisted of "borrowing" research from social science, and recreating the experiments using media instead of people. They make an interesting point:

"The same social responses can be elicited from multiple and varied forms of media."[1]

This quote taken from their research also seems to confirm that "perception is far more important than reality when trying to evaluate the effectiveness of media. The personality of the person must be taken into consideration when establishing the affect of a given media."[2] This ties into my own research as I have considered how users might react to a variety of different technologies in a given interface.

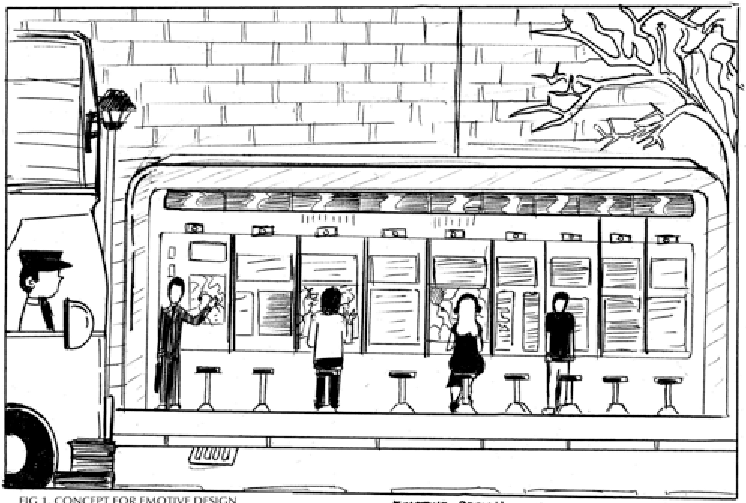


FIG 1. CONCEPT FOR EMOTIVE DESIGN

EMOTIVE DESIGN – DIGITAL BUS STOP CONCEPT

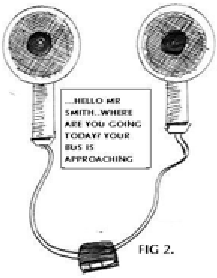

...HELLO MR SMITH...WHERE ARE YOU GOING TODAY? YOUR BUS IS APPROACHING

FIG 2.

BLUETOOTH WIRELESS HEADPHONES

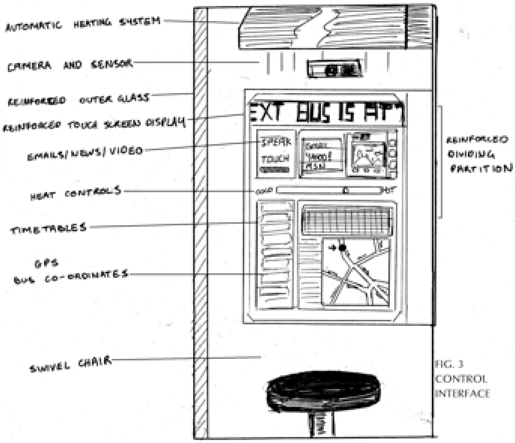


FIG. 3
CONTROL
INTERFACE

---

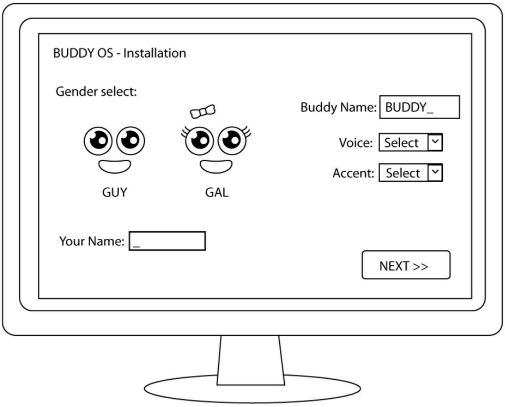
[1] http://ils.unc.edu/~arnsj/inls180-01/reeves_&_nass.htm^

[2] http://www.stanford.edu/~nass/comm369/index.html^

BUDDY OS BY PATRICK CLARKE

In an ideal world, we would have computers which don't crash or slow down or encounter fatal errors. However, we do not live in an ideal world. No matter what, a user will be frustrated at a problem with a computer but being angry and alienated only adds to the frustration and doesn't help work towards a solution. This design is aimed at minimising user frustration in the event of a problem with the computer by tapping into their emotions and disarming their anger. A faceless machine can do nothing to help a person relate to it but perhaps anthropomorphising the operating system could go a long way in dealing with user emotions throughout their use of a computer.

Buddy OS is an operating system and friend. Upon system installation it will ask the user for their name and scan their face with the webcam to recognise them and greet them whenever they sit in front of the computer. Buddy OS will let the user name it and give it a gender, face, voice and accent for an added level of personalisation. [Fig. 1]



BUDDY OS - Installation

Buddy Name: BUDDY_

Voice: Select

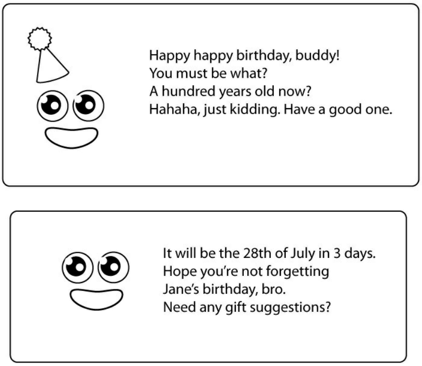
Accent: Select

Your Name: _

Fig. 1

Any alerts which appear on screen will be in text but also spoken by Buddy not through an array of audio files but through a text-to-voice synthesizer (similar to Microsoft Sam but with the ability to make the speech sound more fluent and natural rather than choppy and inconsistent).

Buddy OS is compatible with Facebook(or whichever is the most predominantly popular social networking site at the time of its release) and will process the user's details from the website such as their birthday to wish them a happy birthday on the day, their significant other's birthday so he can remind them that it is his/her birthday and their interests such as music and film and the user can ask Buddy OS at any time to find webpages or news updates they might be interested in(like StumbleUpon but more specific). [Fig. 2]



Happy happy birthday, buddy!
You must be what?
A hundred years old now?
Hahaha, just kidding. Have a good one.

It will be the 28th of July in 3 days.
Hope you're not forgetting
Jane's birthday, bro.
Need any gift suggestions?

Fig. 2

The user will have an operating system which is much more like their friend than a machine. In times of trouble Buddy OS is well equipped to diffuse the situation. It browses the internet for a solution online in a background mode and when found it will present the solution to the user in the form of a step by step guide. This means the user can avoid the frustration of seeing an error code which means nothing to them and then the task of searching for this error code on the internet and then having to find the solution. All solutions will be presented in easy to understand language made as simple as possible accompanied by prompts on where to click.
In a situation where the user is not connected to the internet, Buddy OS will also have its own database on how to fix problems. In the event that the problem is not documented on Buddy OS it will provide a general solution such at prompting the user to restart the program or restart the computer to see if this solves the problem. It will also detect when professional help is required and recommend this when necessary. Buddy OS runs on its own independent CPU which is integrated with the main CPU but not at all dependant on it so that in the event of a big system crash or a serious fatal error it can still be of assistance. It may not be able to get the system running again by itself but it will at least keep the user calm with its helpful and cheery personality.

In addition to facial recognition it also has expression recognition in the event of problems. If it detects that the user looks angry or frustrated it will relax the user with humour. While it deals with a system crash or browses the internet for a solution to a problem it could at the same time acknowledge the user's apparent negative feelings and cleanse them with humour.Also the popup alerts have a cute face which represent Buddy OS so that the user simply can't be mad at it. [Fig. 3]

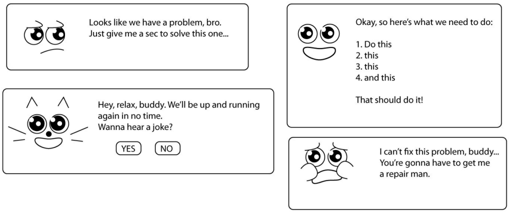

Looks like we have a problem, bro.
Just give me a sec to solve this one...
Okay, so here's what we need to do:
1. Do this
2. this
3. this
4. and this
That should do it!
Hey, relax, buddy. We'll be up and running again in no time.
Wanna hear a joke?
YES
NO
I can't fix this problem, buddy...
You're gonna have to get me a repair man.

Fig. 3

MP3 HAT - JAMES CALLAGHAN

User interface design is the design of computers, appliances, machines, mobile communication devices, software applications, and websites with the focus on the user's experience and interaction. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals. [1]

Opposite is a prototype design for an MP3 Player hat. The MP3 Player is attached to the peak of the cap with a set of built in head phones that retracted from the sides of the hat. There is also the option of having small speakers that are also attached to the peak of the hat where the MP3 Player connects. Sensors in the hat pick up brain waves from the user and read them to determine the user's mood thus playing appropriate music to suit that mood or to cheer them up if they are feeling sad or down.

Audio is being used more frequently to help relieve stress in people's lives. Audio such as a fountain or waterfall in a forest helps people to relax.

“The sound of rain simply brings a sort of calming peace as water pours from the sky and hits concrete, rooftops and other objects.”[2]

Other audio being used ranges from classical music to pipes and other forms of wildlife and nature sounds such as forests and jungles.

The interface displayed opposite has been designed with each of these factors described below taken into consideration.

When designing for a user there are several key principles to think about in order to achieve a successful product that will appeal to the user's emotions. These principles include structure, simplicity, visibility, feedback, tolerance and reuse.[3]

The interface designed here has a simple and easy to follow structure. Each element is laid out in an easy to follow and understandable structure with no components confusing the operation of the interface.

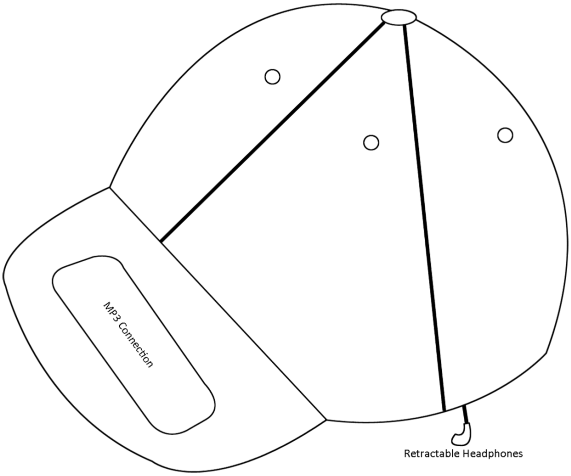
Having a simple and effective structure, the interface therefore allows for simplistic operations of tasks required. As there is a minimum amount of buttons on the MP3 Player this makes for simple interactions with the MP3 Player.

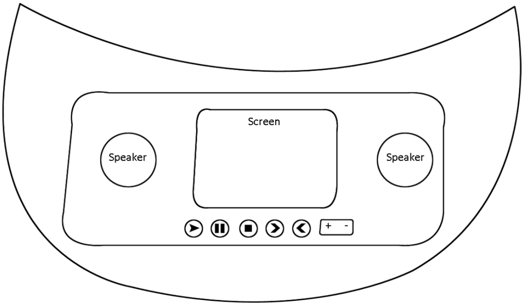
Keeping the visible elements of the design to a minimum allows the user to operate the interface with maximum effectiveness. This will prevents the user from becoming distracted or overwhelmed with unneeded information.

In order to maintain a successful and smooth experience for the user, it is essential that feedback is provided in a clear and concise manner through a language that the user can easily understand.

If mistakes are made by the user there must be a degree of flexibility with the interface to allow for undoing or redoing of actions. The interface must allow for and be tolerable with inputs by the user and respond with a reasonable action.

Finally the product has to have a reuse factor. This will ensure that the user will return to the product and still be able to use it without fuss or hassle. Also the interface can reuse internal components and behaviours thus minimising any confusion experienced by a future user, for instance recently played or most played.





Underside of Peak

---

1. http://en.wikipedia.org/wiki/User_interface_design↩
2. http://www.buzzle.com/articles/hot-indoor-fountains-can-uplift-your-mood-help-relieve-stress.html↩

3. http://www.ambysoft.com/essays/userInterfaceDesign.html↩

Emotive Webcam Capture by Hugh Doyle

Introduction: Two key elements are used to create interfaces and peripherals that appeal to users. These elements are creating a user interface design which is accessible and easy to use and allowing the user to communicate adequately with the computer at a minimal amount of effort. Human–Computer Interaction (HCI) is the study of interaction between people (users) and computers. Interaction between users and computers occurs at the user, which includes both software and hardware; for example, characters or objects displayed by software on a personal computer's monitor, input received from users via hardware peripherals such as keyboards and mice. [1]

Concept: The concept of using a webcam to read a users facial expression, through face recognition software which is the ability of a computer to scan, store, and recognize human faces for use in identifying people [2] , and combining this with a CPU (Central Processing Unit) usage system, a way of displaying to the user how much processing power of the main processor is being used at any one time [3] , is the main idea behind this solution style interface for dealing with the reduction of user frustrations through emotive design.

How it works? On the screen the user has an icon which is integrated into their taskbar. This icon is a basic outline of a person and a computer screen (*Fig.1.*). The screen has a webcam either built into or on top of it *(Fig.2.*). This camera uses facial recognition software to read the expression of the user and process this into a digital visual output of the user on a scale of 1-5. The scale will coincide with an opacity output of a gradient from being transparent to full opacity. The user’s mood/state of mind will be reflected by the appropriate point on the scale, for example, one bar when the user is calm and 5 bars when they are frustrated (*Fig.3.*). This scale will also be reflected on the computer screen icon in terms of CPU usage *(Fig.4.*). What this is meant to do, in a very minimal and unobtrusive way is provide data to the user that represents what is going on in both the CPU and in the user’s current mindset. If the CPU is starting to slow down or runs the risk of crashing, the user will become more frustrated at the lack of response. The webcam will detect this and send the message to the lightweight program which will in turn, depending on the level of frustration, play calming music and output a message to the user stating in simple terms that the processor is becoming overloaded and needs a break in order to function at maximum potential. If the user’s frustration is very high, 5 on the scale, then the computer will do the same but will also address which program or task is consuming the most power and inform the user to either close other programs or to close that program. Simple tasks like this should reduce the amount of frustration felt by the user due to the computer giving adequate feedback and also cutting out the sudden error sounds, complicated error messages and avoid blaming the user for unknown errors. This style of feedback will in turn build a level of emotional attachment between the user and the computer, which will stop the user getting angry at the computer for failing/crashing/shutting down etc... And allow the user to carry on with the task at hand in the knowledge that the computer will keep them updated at all times.

Figure. 1.

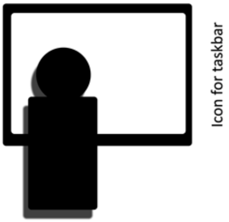


Figure. 2.

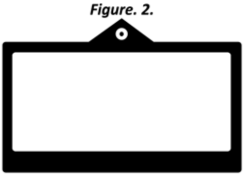


Figure. 3.

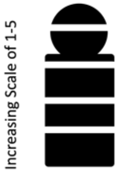
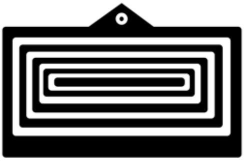


Figure .4.



1. Human–computer interaction - Wikipedia, the free encyclopedia. Available at: http://en.wikipedia.org/wiki/Human%E2%80%93computer_interaction [Accessed November 25, 2010]^
2. Face recognition - definition of face recognition by the Free Online Dictionary, Thesaurus and Encyclopedia. Available at: http://www.thefreedictionary.com/face+recognition [Accessed November 29, 2010]. ^
3. What Is the Meaning of CPU Usage? | eHow.com. Available at: http://www.ehow.com/facts_5008807_what-meaning-cpu-usage.html [Accessed November 29, 2010]. ^

SUPER GOALS SAVING BOX

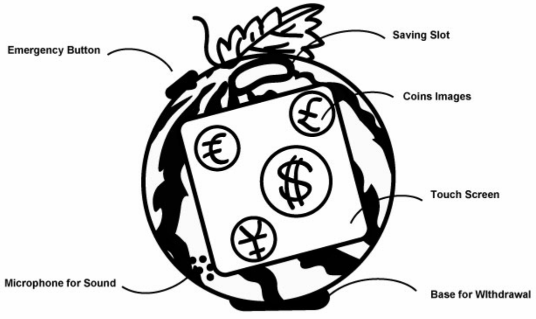
This might be a super implement for saving money, or life plan, even habits training.

Unfortunately, we meet this worldwide recession, the circumstance today is economic slow-down. We' b better have a great plan for our money and life. Do not be hesitant, use the saving box to help you! This Super Goal Saving Box is not only to help the user planning for money but also for life and behaviors.

Super Goal Saving Box will be a series of different design images, including watermelon, bulb, crystal skull, balloon, and bomb, egg, and the classical piggy. The user can choose the different design based on flavour, all these design could be kawaii(very cute), cool, brief, or even mystic.

Take the watermelon design as the example, the size of this saving box is around diametrical 12cm. There is a big touch screen (8cm×8cm)on the saving box, all the operations will be implemented by touch gestures. Except the saving slot, there will be an emergency button to withdraw money out, microphone for sound, and an open-able base for withdrawal.

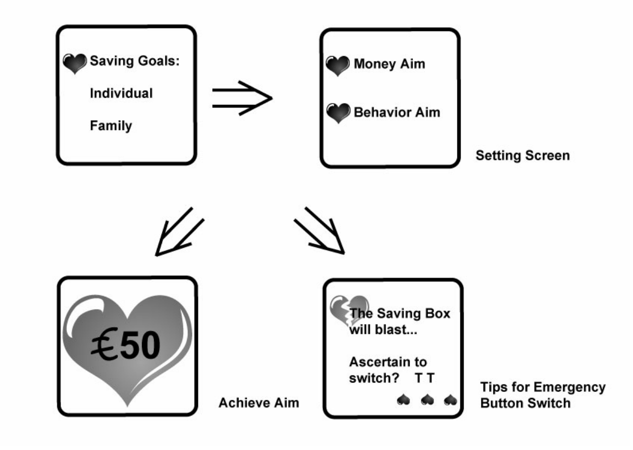
When the users start this saving box, they can choose the currency to save, including euro (€), pounds(￡), dollars(＄), and also Chinese Yuan (￥). Then they can set their goals as family or individual.



Watermelon Shape

Individual Plan:

- Setting a money quantity. For example, when the user wants to buy a latest ipad or Mac, he can set a saving goal to help. The goal could be 100 euro in 2 months, every time when user put any money (could be coins even notes) into the saving box, it will tell how much he have saved, how much he need to put in more. Even it can remind the user how long he did not put any money in, if he set an alarm before. When the goal is achieved, the user can open the box base through choosing screen option to get all money. Then, reward himself! The purposes for saving money depends on users' intents, those could be anything they dream, as make-up, latest digital products, even short holidays!



page 1

- Setting a behavior aim. When the user wants to train or alter her habit, she can choose this model. For example, quitting smoke in 2 months, every day when the user do not smoke she can save 1 euro (the money quantity and duration depends on users' intent), if she breaches the rule/plan, the saving box will remind her, if she breaches too many times(e.g. 10times) she can't get the money back till she achieves her aim. When the user achieves, she can get the money for reward or next new plan!

"Designing for the behavioral level means designing product behaviors that complement a user's own behaviors, implicit assumptions, and mental models."[1]

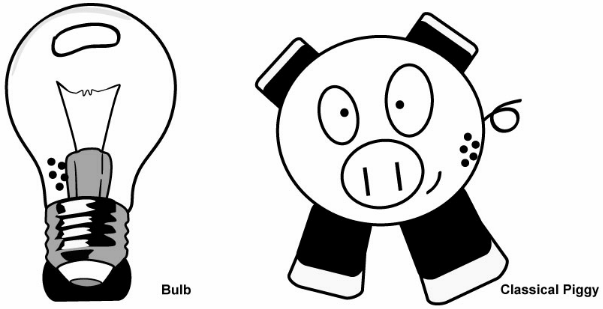
Family Plan:

The family plan could be more interesting as a competition, father, mother, and children will have their own account and password, the winner will get reward but loser lose money! The setting choices depend on the users' purposes.

"An interaction is some sort of communication, and communication is about movement: our vocal cords vibrating as we speak, our hands and arms writing or typing as we send email or instant messages, sound and data moving between two entities."[2]

Emergency Button:

The most important operation of this saving box is, user never can open it until he achieve the goal, the only way to open it for emergence reason is to detonate it! Don't worry, it's not a big incident, but the users will lose this lovely saving box just because they lose patience. That will be a tiny blast, the saving box will break into pieces but no any physical harm to users, which just wants to tell the users to treasure and uphold.



Other Shapes of Series of Saving Box

---

1. Personals, Goals, and Emotional Design By Robert Reimann http://bit.ly/cTUNle ↩
2. The Elements of Interaction Design By Dan Saffer http://bit.ly/fWCA4L ↩

SOUNDALERT - KEITH BRADY

My Idea involves using sound design in secure money transactions on the web.

“Sound is underutilized (some would say rightfully so) in interaction design”[1]

It would seem that many people don’t like hearing sounds when using everyday applications. It would be annoying to hear a click or sound when you hover of a link or button but people do like seeing the button changed slightly to know they are over it. But when it comes to important things I believe people want to hear these clicks or certain sounds to acknowledge something they have click is secure.

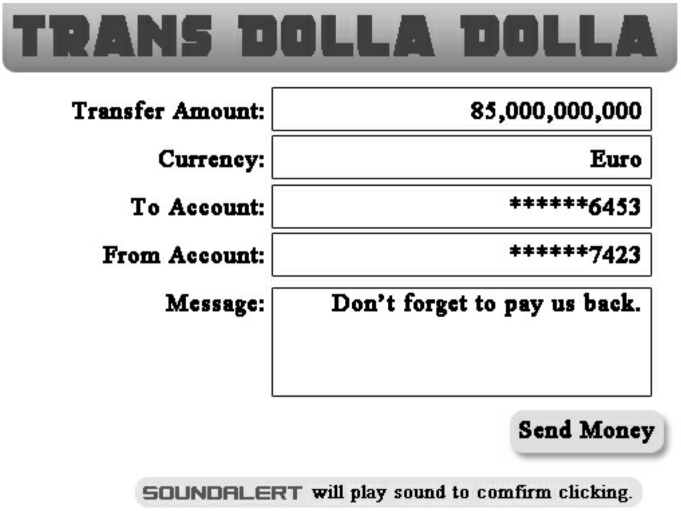
At most ATMs every step the user takes when taking out money, etc is accompanied with strong sounds or clicks to let the user know they have pressed a button. Even when the user finishes an alerting sound is played to tell the user to take their ATM card out of the machine and take their money. I believe if these sounds weren’t used users would become frustrated with visual help only.

What my idea entails is playing secure sounds when a user is making a money transaction over the Internet. This is because sometimes when a user clicks the final “Make Transaction” button information is sent a couple of times and different URLs are accessed between that initial stage and when the user is brought to a page where it tells the user the transaction is complete. This may for some users be frustrating and they may become unsure if they have actually clicked the button (because it takes longer then usual) and may encourage the user to click the link again which may cause the transaction to be applied twice.

How does it work?

What I propose is an initial alert clicking sound to go off when the user clicks the final “Make Transaction” button. This alerts the user that they have clicked the button and there is no need to click it again while the transaction commences. After the transaction has taken place a sort of trumpet three note sound is played on the “Transaction has been completed” page. This is to insure the user that the transaction has indeed been successful.

This idea could be applied to money transaction website such as Paypal, Western Union, iKobo, Moneygram, Ebay, etc. It could also be incorporated into websites that take credit card details, bank transfers or even online banking when making money transfers.



TRANS DOLLA DOLLA

Transfer Amount:	85,000,000,000
Currency:	Euro
To Account:	******6453
From Account:	******7423
Message:	Don't forget to pay us back.

SOUNDALERT will play sound to comfirm clicking.

Here is an example of the screen you see before you send money. Leaving a reminder that SoundAlert will play lets the user know that the sound will play to confirm clicking.

1. (http://www.uxmatters.com/mt/archives/2006/05/the-elements-of-interaction-design.php)

A FORUM MEMBER OF WWW.CORE77.COM DESCRIBES EMOTIVE DESIGN AS “A PRODUCT ANIMATED TANGIBLY TOWARDS OUR EMOTIONAL ASPIRATIONS. EMOTIVE DESIGN IS ALL ABOUT MAKING AN INTERFACE THAT IS MORE USER FRIENDLY AND INTERACTIVE. BY ADDING A CHARACTER OR AN AVATAR TO AN INTERFACE, IT MAKES IT PERSONAL. FRUSTRATION IS A FEELING A USER WILL FREQUENTLY GO THROUGH WHEN USING A COMPUTER. BY INCORPORATING A FRIENDLY INTERFACE, FRUSTRATION WOULD BE DECREASED.[1]

"REEVES AN NASS WROTE THE MEDIA EQUATION (CAMBRIDGE UNIV. PRESS, 1996) IS A BOOK THAT DETAILS THE COMBINED WORK AND RESEARCH OVER SEVERAL YEARS OF MANY PEOPLE AND CORPORATIONS, MOST OF WHOM ARE LISTED IN THE TEXT. THE TWO MAIN AUTHORS ARE CLIFFORD NASS AND BYRON REEVES, BOTH THEN WORKING AT STANFORD IN THE DEPARTMENT OF COMMUNICATIONS"[2]

(HTTP://ILS.UNC.EDU/~ARNSJ/INLS180-01/REEVES_&_NASS.HTM)

"REEVES AND NAAS (1996) ARGUE THAT COMPUTERS SHOULD BE MADE TO APOLOGIZE."

IT APPEARS FROM AN ONLINE DISCUSSION THAT THIS WOULD ADD TO THE USER’S FRUSTRATION.

WINDOWS TASK MANAGER

"A WINDOWS FEATURE THAT PROVIDES DETAILS ABOUT PROGRAMS AND PROCESSES RUNNING ON YOUR COMPUTER. IT ALSO DISPLAYS THE MOST COMMONLY USED PERFORMANCE MEASURES FOR PROCESSES. USING THE TASK MANAGER CAN PROVIDE YOU WITH DETAILS ON CURRENT PROGRAMS, AND SEE WHICH PROGRAMS HAVE STOPPED RESPONDING"[3]

THE LAYOUT OF THE WINDOWS TASK MANAGER IS PLAIN A AND SIMPLE. THE MOST COMMON RESPONSE A USER HAS WHEN THE COMPUTER FREEZES IS PRESSING CTRL + ALT + DELETE. IF THE TASK MANAGER ALSO FREEZES THEN MANUALLY SHUTTING DOWN THE COMPUTER IS IMMINENT. THE USER WOULD BECOME FRUSTRATED AND HAVE TO WAIT FOR THE COMPUTER TO LOAD UP AGAIN. (HTTP://WWW.WEBOPEDIA.COM)

HOW DOES IT WORK?

FOR THIS CHAPTER, I PROPOSE THE CONCEPT OF A NEW USER-FRIENDLY TASK MANAGER A.K.A. STEVE THE TASK MANAGER. WHEN IT COMES TO COMPUTERS, PATIENCE IS A RARE THING TO HAVE. A USER DOES NOT WANT TO WAIT AROUND FOR HOURS FOR SOMETHING TO LOAD ONLY TO FIND OUT THE COMPUTER IS COMPLETELY FROZEN. THIS TASK MANAGER CHANGES ALL THAT. BY PLUGGING IN A USB STICK, STEVE THE TASK MANAGER WILL POP UP AND DIAGNOSE THE COMPUTER THROUGH AN ANIMATED ACTION: -

COMPUTER IS FREEZING UP - STEVE SHIVERS FROM THE COLD

VIRUS - STEVE IS GREEN WITH THE SICKNESS

RUNNING PERFECTLY - STEVE EXERCISES

COMPUTER NEEDS FINE TUNING - STEVE BECOMES OLD AND FRAIL.

PROGRAM CRASHES - STEVE KUNG FU KICKS IT OFF SCREEN

THE ANIMATED TASK MANAGER WOULD REDUCE THE AMOUNT OF TIME IT TAKES THE USER TO FIGURE OUT WHAT IS WRONG WITH THE COMPUTER. IT ALSO APPEARS FROM THE ONLINE DISCUSSION THAT PEOPLE WOULD FIND THIS USEFUL AS IT TAKES A WAY THE MYSTERY OF TROUBLESHOOTING A COMPUTER. WHILE BEING A TASK MANGER IT ALSO ACTS AS A COMPUTER DIAGNOSTICIAN. THE ANIMATED FORM OF THIS INTERFACE WOULD REDUCE USER CONFUSION AND FRUSTRATION

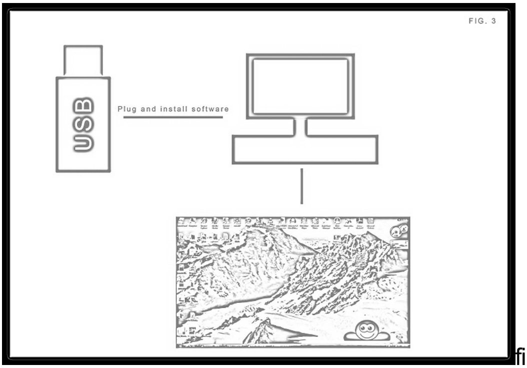


fig.1

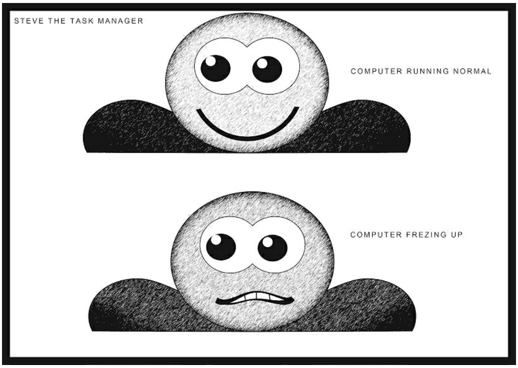


fig.2

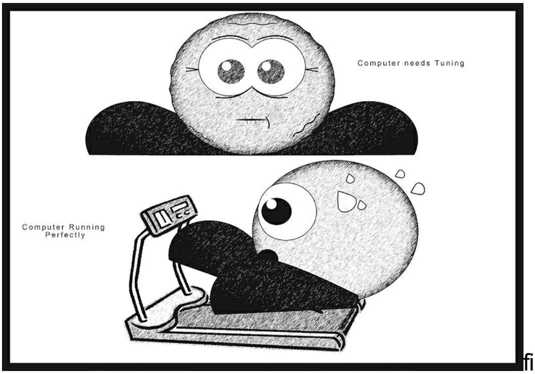


fig.3

---

1. Core 77 Member. (2003). Definition of Emotive Design. Available: http://www.core77.com/ubb/Forum1/HTML/003491.html. Last accessed 29th Nov 2010. ^

2. http://sils.unc.edu/. (2001). Reeves & Nass - The Media Equation. Available: http://ils.unc.edu/~arnsj/inls180-01/reeves_&_nass.htm. Last accessed 30th Nov 2010. ^
3. Copyright 2010 QuinStreet Inc. (2010). Task Manager. Available: http://www.webopedia.com/TERM/T/Task_Manager.html. Last accessed 27 Nov 2010^

EMOTIVE BAG

Bags to women are like watches to men. No matter how rich you are or how poor you are, every woman definitely has a bag favored by herself. The emotive bag combined the emotive design and interactive technology together, it not only has a fashion design but also multifunction. It can remind people what they might be forgot before they leave home and reflect the motion that the owner have in the daily life.

There is two color of the bag black or white. The LED display which is made meticulously in the front surface of the bag. People worry about missing important things like keys, mobiles or purse before you leave the house. With the emotive bag it is not a problem anymore. There is a sensor in the bag which could recognize any of keys mobiles or purse miss in the bag. If something is missing, the Emotive Bag will the item's icon on the outside LED display. And when everything is there, a hart emoticon lights up which means users are ready to go. (Fig.1)

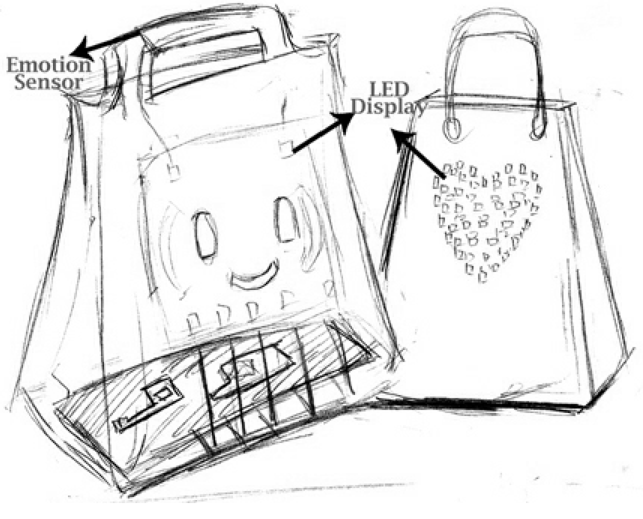


fig.1

The idea of using LED display comes from a LED Matrix Pumpkin project which were made by Michael Hines, In his project the pumpkin has a matrix of LED lights installed in it that can be programmed to blink or show holiday messages.[1]

Furthermore, the LED display on the outside of the bag reflects the owner's emotional state using emoticons. The bag determines owner's emotional state through owner’s interactions which are registered sensors in the handle of the bag. This sensor can get the information about user’s heart beat speed, blood pressure and skin response so that the bag can analysis the emotion that owner have at the moment and display the emoticon on the LED display. This idea comes from several emotion lights project that lights changes with the motion changes. There is a large emotional range this bag has. (Fig.2)

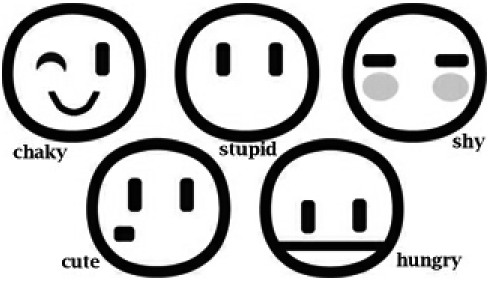


Fig.2

Normally emoticon are use to express a writer’s mood in the text communication. It is a visual language. In this case, emoticon is very appropriate for the fashion design of the bag and also make the display technology easier. Standard emoticons are generally more effective because they are visually simple and have a direct relation to facial expressions of different kinds.[2] The design of the emoticon of the bag is like a little child’s face that can give people an vivid and relax feeling when they are having a busy life with the bag.

Colors can represent motions but also environment temperature. This emotive bag design uses the connection between the people’s feeling of environment and colors. The color of LED lights changes depending on the temperature.

For example, when the temperature is around 0° to 5° the LED lights color will be light blue which means cold. When the temperature is 10° to 15° the color will be green and when it up to 30° it will be red when means really warm. User can recognize the temperature of the environment. (Fig.3)

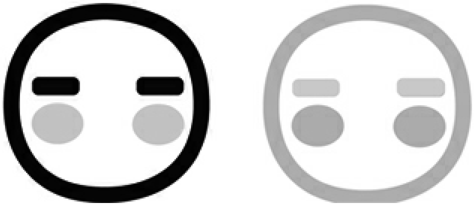


Fig.3

In general it is a very good intelligent bag that very helpful in people’s daily life. And the most important it has brilliant visual communication which focus on the motion interactive between the bag and owner. It changes a bag with dead cold material to a lively friend of owner that let people want to have it. It makes owner’s life more convenient and . (Fig.4)

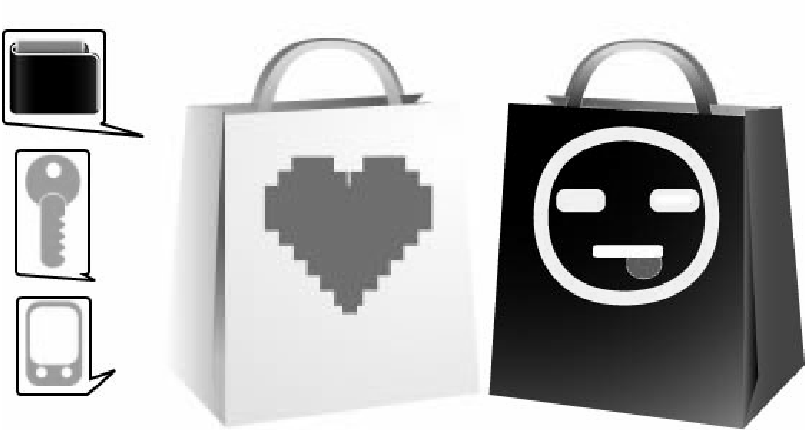


fig.4

Reference:
Emotive lights http://www.axisweb.org/artwork.aspx?WORKID=70388
Emotive skin http://www.alternativelook.net/emotion-sensitive-electronic-tattoos/

Emoticon using
http://www.geekologie.com/2008/06/emoticon_mask_hides_your_true.php

1. [1]http://vodpod.com/watch/4793074-led-jack-o-lanterns-the-led-matrix-pumpkin-mixes-technology-and-tradition-video ^
2. [2]http://www.theadminzone.com/forums/showthread.php?t=23294 ^

SCRIPT PAL - PAMELA HANRATTY

Introduction

As a student of multimedia who would use Adobe Flash often, one problem that I noticed was when starting to learn Actionscript 3.0 code, there was no clear assistance to help coders with their mistakes.

When a programmer tests their movie, it displays the swf file and everything should work properly. That is if there is no mistake in their code. However when there is an error in the code, the movie seems to go berserk and flashes through each frame, loops back and then repeats. In the compiler error window, errors emerge to inform the user that the code cannot be compiled due to these errors. These can be extremely confusing to learner, as they might not understand what they mean. For programmers who recognize these, they can efficiently change the code and continue on. But someone who doesn't can find if difficult to know what is incorrect within his or her code and may become baffled as to why it is not working correctly.

Concept

My proposed idea is based on the idea of the Microsoft paperclip assistant. However it is the Flash version and will teach beginners to experience programmers in understanding easy to complex errors. However it is mainly aimed at beginners.

When a programmer test their movie and it doesn't work, a help swf built into the Flash program will kick in.

The help swf will display the animated assistant named Script Pal who will point out the problems in the code and help the user to correct their mistakes.

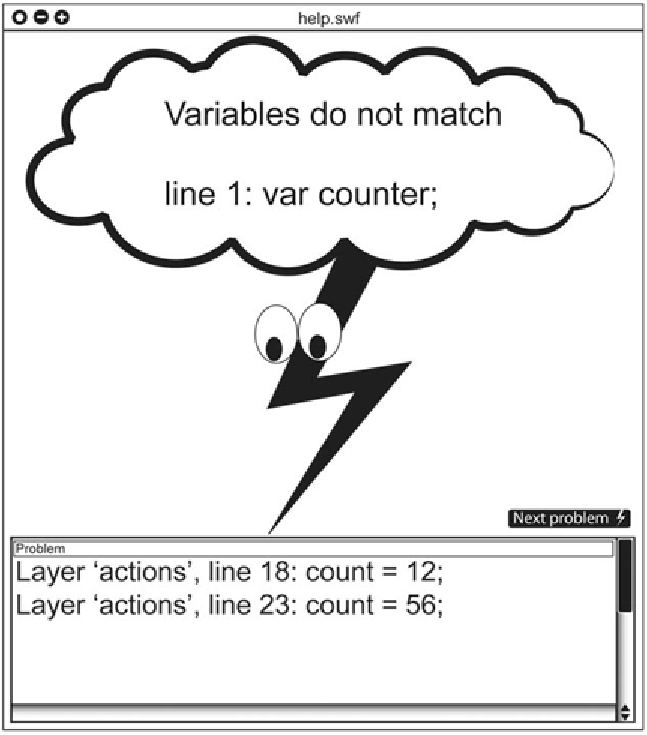
Currently the compiler error window does not display exactly the route cause of an error and just describes the problem. This can cause annoyance, as the user will have to scan through all their code and look for the route cause. Also the terms used can be far too advanced for beginners.

Script Pal is an uncomplicated version of the compiler error window that allows beginners to understand and learn each error and term. It will use straightforward English but also present to the users the normal coding language errors. Access of undefined property and Label must be a simple identifier to name a few.

Script Pal will display where the errors began and all the lines of code that cannot be compiled due to them. Script Pal will also give suggestions to aid the user, especially beginners in order to reduce frustrations of not being able to understand complex compiler errors.

They can flip back to the actions window while the help swf is open and change their mistakes. The Script Pal will recognize that the user has changed the code and display a Next Problem button, if there is another problem with the code. The user can close the help swf when they are finished, test their movie again to see if they have fixed the problem.

However not all users will find this feature essential. In the toolbar is a button to turn on and off this Script Pal. But for users who begin to program far more complicated code, it can be a useful tool to turn on and understand certain errors.



Variables do not match

line 1: var counter;

Layer ‘actions’, line 18: count = 12;
Layer ‘actions’, line 23: count = 56;

Icon in the toolbar

Script Pal is turned on

Script Pal is turned off

THE HIVE MIND - SEAN LIGGAN

The Hive Mind is a conceptual messaging app for gamers. It will detect what games they are playing, and link them up to all others playing the same game at that time. It provides an in-game display, where a player can ask a question to the app. The Hive Mind forwards that question to everyone else currently playing that game. This would be very helpful to overcome puzzles and find items in games, and saves time quitting, and going to look up walkthroughs and the like. The app is anonymous, with no gamers having to reveal their names. This is to further enhance the idea of a hive mind.

Just in case, The Hive Mind would also search community forums like gamefaqs.com[1] , ign.com[2] , supercheats.com[3] and the developer of the particular game's forums for similar questions. While this does take the player out of the game in question, thus slightly defeating the purpose of an in-game app, it would offset the slightly lessened usefulness of the app if not many people are online at any given time.

The Interface and Functionality

The Hive Mind's interface will take the form of a text box, a simple 'Ask the Hive Mind' button, and a collection of yellow smiley faces, to represent the collective playing whatever game the user is playing at the time. (Fig. 1)

When a question is asked to a user, a face will start bouncing toward the screen, and an indicative 'Ding!' sound will notify the user of the incoming question. To further clarify, the face will flash green periodically. By selecting that face, be it with the mouse or a controller, it opens a text box where the user will reply if they know the answer, or press the 'Don't Know' button if they don't know. They will also have the option of hiding the question until later. Hidden questions will return to the crowd of faces, but will continue to flash green until a reply is completed, or the user presses the 'Don't Know' button. (Fig. 2)

If the user wants to ask a question, they type it in the main text box, and press the button. When replies are written, faces will light up in yellow, and an indicative 'Ta-Dah!' sound will notify the user of incoming replies. Clicking on a face will display the received message.

There are several larger faces among the crowd, and these correspond to the aforementioned websites that the app will search through. Clicking on those will open a web browser, and display the results in separate tabs. Obviously, there most likely won't be the answers to every question on these sites, so these faces will change to sad faces if nothing is found.

Similarly, if no answers are found i.e. all users press the 'Don't Know' button, then the faces will briefly change to sad faces, and thus signify to the user the search has failed. This will be accompanied by an indicative sound. After a few seconds, the Hive Mind will return to normal.

A player can have incoming questions, and incoming answers at the same time. Since the replies light up yellow, and the questions light up green, it should be easy for the user to distinguish which is which. If more questions are asked than there are faces remaining, or more replies arrive than there are faces remaining, more will simply spawn around the existing ones, at random sizes and rotations, but not too big as to disrupt the game, or obstruct the player's view of the rest of the app.

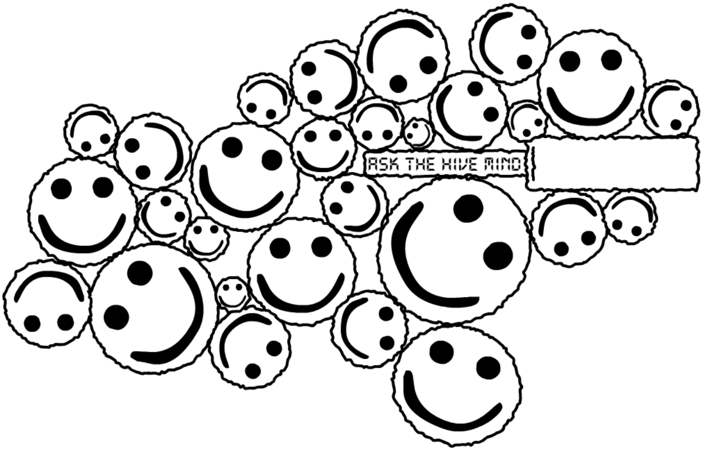


Fig.1: Mock-up of the Hive Mind's main interface

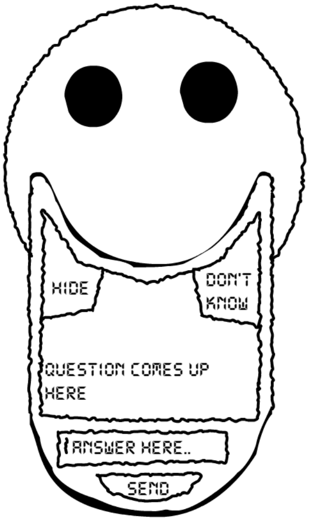


Fig 2: Mock-up of what a question box will look like.

The Concept

The concept of The Hive Mind was partly inspired by an existing messaging client, XFire[4] , which is designed purposely for gamers, and can be used while in a game. The Hive Mind is even more game-oriented, with the purpose being to glean information from anonymous sources which will help the user in the game they’re playing. It also takes a little from the idea of anonymous chat systems like chatroulette[5] , but with a purpose other than making conversation.

One of the key concepts of the Hive Mind is the anonymity, that the users do not know who is sending them their answers. Thus, the illusion of a collective is attained.

1. http://www.gamefaqs.com^
2. http://www.ign.com^
3. http://www.supercheats.com^
4. http://www.xfire.com ^
5. http://www.chatroulette.com^

COOK CHUCK - ROS MADIGAN

Cook Chuck is a concept that aids enthusiastic cooks all over the world. Cook Chuck is a new and original idea that has never been done before. Cook Chuck sits beside you as you cook your meals and guides you step-by-step through many different recipes of your choice.
Many aspiring cooks find following a cookbook or a TV cook show frustrating. They fail to keep up with the expert chefs on screen and ultimately fall behind. Even TV shows that encourage and promote the viewer to join in with them go a little too fast and don't take into consideration alternating viewer-cooking skills.

Cook Chuck has many different features to make your cooking experience an enjoyable one.

Working under different guides:

Cook Chuck not only has standard voices but also has voice commands that compliment how you like to cook. If you like to cook under pressure like in a top rated restaurant then choose the Gordon Ramsey setting where Gordon barks orders at you. If you like a more chilled out friendly voice then go for Jamie Oliver. All of our voice settings help make this more engaging and easier to manage.

Cooking annoyances:

Have you ever weighed or timed your meal incorrectly? Not with Cook Chuck you wont. Cook Chuck comes with an in-built weighing scale so you won't make a portion mistake again. Cook Chuck also enables you the user to time not only one part of your meal but also multiple parts so nothing is over cooked.

Personalisation:

Not only can you download new recipes and voices to your Cook Chuck but you can also upload your own recipes and voice commands so anyone can use them. This creates a collaborative and sharing online community.

Cooking Standard:

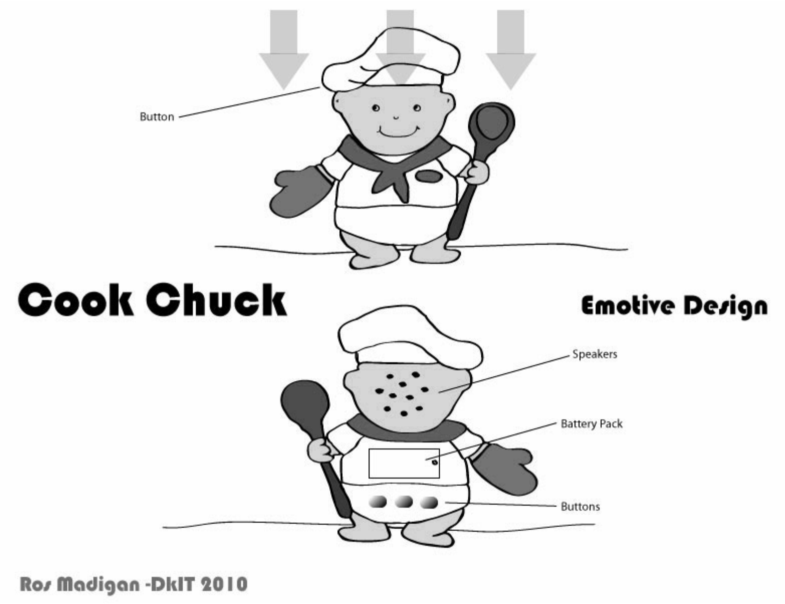
You can tell Cook Chuck what standard your own cooking is at by choosing either 1 Michelin star (Beginner), 2 Michelin Stars (Intermediate) or 3 Michelin Stars (Culinary Expert).

Chuck Remembers YOU:

With every different cooking session he remembers what you did correctly and incorrectly in order in the next session to fully help. "Designing for the behavioral level means designing product behaviors that complement a user's own behaviors, implicit assumptions, and mental models."[1] Cook Chuck builds on this information to help you even more every time you use him.

In the voice controls section Cook Chuck opted to choose a combination of celebrity voices along with human stock voices. The reason behind this is that when researching voice controls I read an article on Human voices Vs. Robot voices[2] . This posed the question "Can only human voices be "personal"? I then chose to have familiar voices as opposed to a robot sounding voice barking out instructions.

Cook Chuck can help anyone and everyone who wants to cook. It can help people with varying different cooking skills as well as people of all ages.



---

1. [1] http://www.uxmatters.com/mt/archives/2005/11/personas-goals-and-emotional-design.php↩
2. [2] Personal vs. Impersonal Speech (I/Me vs. Passive voice), Amy Huang, Francis Lee, Young Paik, Luke Swartz.↩

FLAB FIGHTING FRIDGE - DAVID DOOLEY

The “Flab Fighting Fridge” is a combination of a fridge and a friendly user interface aimed at people who care about healthy eating.

The fridge does away with the idea that the user goes to the fridge and takes what they want from it. We’re replacing it with the simple idea that the user goes to the fridge and asks for a certain food. With the fridge keeping track of what the user has consumed all day they might make a suggestion that could help the user’s diet. For example, the user goes to the fridge and would like that bar of chocolate that they purchased a few days ago; the fridge would instead give the user a healthy snack as they have eaten too much chocolate recently.

The fridge takes all the hassle out of dieting. As it is connected to a network it will share your diet progress with the world to let them know how good you’re doing. Letting your friends know via Facebook and Twitter just how well you’re doing with real time automatic updates. A built in 8MP camera also takes pictures of the user every time they go to the fridge for a visual diary of their progress. The visual diary is also uploaded to Facebook.

Current dieting software works by users inputting all the information, the type of food, how much and the nutritional input. There is a lot if user frustration with this method as it makes the diet into a hassle. By using a simple, easy to use interface the Flab Fighting Fridge irradiates user frustration.

The friendly onscreen avatars will give you the good, honest feedback you need to succeed. The avatars are deliberately stick people to give the user something to aim for whilst following the diet set by the fridge.

With a visual diary of the user's progress they can become comfortable using the device. The reassuring avatars will make the user enjoy the dieting experience. This is shown in the book “Interaction Design” where sites that do not use virtual agents (avatars) may appear less personal. For something as personal as a diet you need to make it as personal as possible.

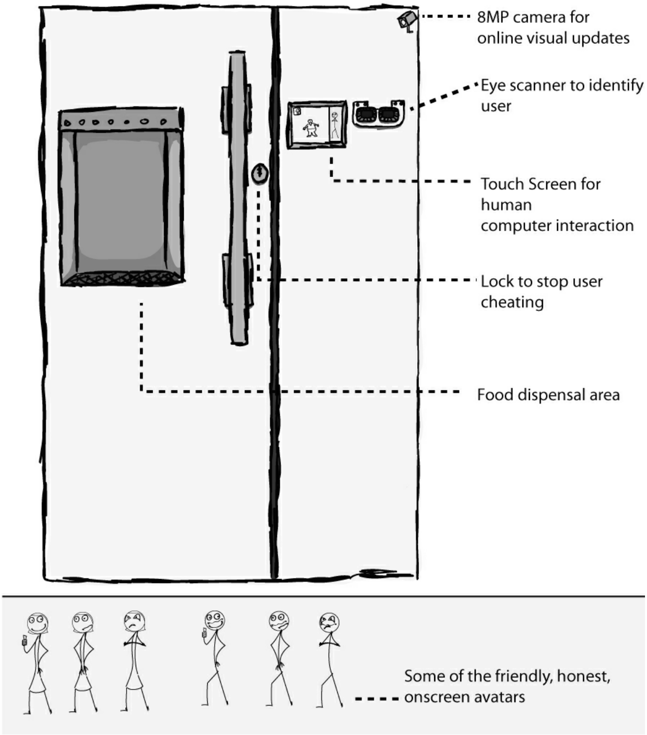
With 98% of diets ending in failure this handy piece of technology is a sure fire road to success. By removing the choice from food preparation satisfaction is guaranteed! In addition to giving the user a healthy dietary option premium account holders can have the fridge do their shopping online for them and have it delivered to their home.

The makers behind the fridge found that people failed at diets when they saw the diet as an enemy. By personifying it in a friendly, approachable yet determined user interface they feel that dieters will be more successful in their endeavors.

The fridge uses iris recognition software to differentiate between different users as a fridge is usually a shared household appliance between families and housemates.

By keeping the content on screen to a minimal amount and staying away from gimmicks. The user goes up to the fridge, logs in with the iris recognition software and then says what they would like from the fridge. At no stage does the user have to press any buttons unless they want to use an advanced part of the product such as change user details etc. The hands-free nature of the product leads to less user frustration as people who are not too comfortable with technology are essentially just doing things they do in everyday life.

The Flab Fighting Fridge


8MP camera for online visual updates
Eye scanner to identify user
Touch Screen for human computer interaction
Lock to stop user cheating
Food dispensal area
Some of the friendly, honest, onscreen avatars

"Designing for the behavioral level means designing product behaviors that complement a user's own behaviors, implicit assumptions, and mental models." 2

By implementing the diet process into the main source of food in a household the flab fighting fridge makes it easier for the user to carry the diet into their everyday behavior. The visual representation of the on screen avatars reiterate the goals of the user and the photo diary of progress so far give them a clear idea of their journey.

---

1 - http://id-book.com/chapter5_assignment.htm
2 - http://www.uxmatters.com/mt/archives/2005/11/personas-goals-and-emotional-design.php
3 - http://id-book.com/chapter5.htm

THE RATOR BY EMER MCTEGGART

WHAT USERS WANT

WHAT WE EXPECT FROM A PRODUCT OR SERVICE IS THAT IT IS FUNCTIONAL, RELIABLE, USABLE, AND PLEASURABLE MOST LIKELY IN THAT ORDER. THE AIM HERE IS TO DESIGN SOMETHING THAT WAS NOT AUTOMATED AS FROM PREVIOUS RESEARCH THAT USERS BECOME FRUSTRATED FROM AUTOMATIC FUNCTIONS, MESSAGES, AND POP-UPS ETC.

DESIGNING A FEATURE THAT IS NOT AUTOMATED WOULD MAKE STRONGER CONNECTIONS TO PEOPLE AND THEIR EMOTIONAL NEEDS. USERS CRAVE 'PERSONAL MEANING' IN PRODUCTS AND SERVICES; IT'S PART OF THE HUMAN NATURE SO THE GOAL IS TO DESIGN SOMETHING WITH 'PERSONAL MEANING'.

PEOPLE PREFER ONE PRODUCT OVER ANOTHER BECAUSE THEY FEEL THAT THEY CAN CONNECT WITH IT, PRODUCTS THESE DAYS ARE MORE ABOUT WHAT WORK FOR THE USER RATHER THAN 'THE NEXT BEST THING'. SO THE IDEAL IDEA WOULD BE SOMETHING THAT IS FLEXIBLE, THAT CAN BE ADJUSTED TO SUIT THE USER. SOMETHING THAT CONNECTS THE USER TO THE INTERNET AND INTERFACES. SOMETHING LIKE THE IDEA OF THE USER VENTING TO THE COMPUTER IN A CERTAIN WAY.

DESIGN

CREATING A TOUCH SCREEN DEVICE. IT WILL BE 20CM X 20CM CONNECTED TO A USB. IT WILL BE CALLED 'THE RATOR'. IT IS A PORTABLE DEVICE THAT YOU CAN BRING WITH YOU ON THE GO AND IT ALLOWS YOU TO RATE WEBSITES ON THEIR DESIGN AND USABILITY. IF YOU'RE ON A COMPUTER AND YOU FIND AN INTERESTING WEBSITE OR INTERFACE, YOU CAN PLUG IN THE USB DEVICE AND TOUCH THE GRIDS ON THE DEVICE RATING IT'S DESIGN AND USABILITY.

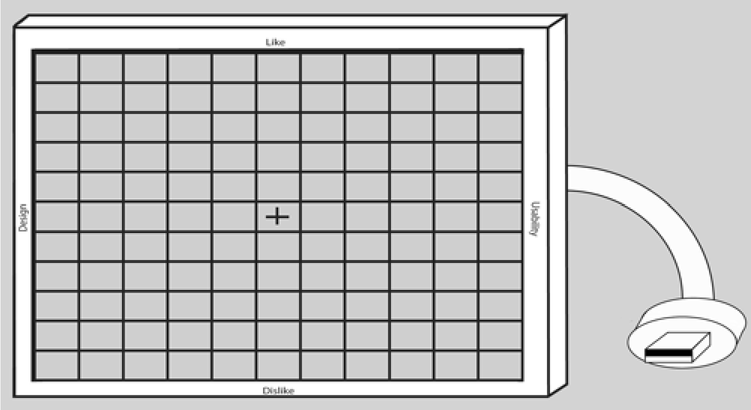
IT WILL BE A SIMPLISTIC DESIGN OF BLACK AND WHITE AND THE SCREEN IS A SEPARATED INTO GRIDS. THE USER PLACES THEIR FINGER ON A GRID WHICH RATES THE WEBPAGE THAT THEY ARE ON. BY SELECTING THE MIDDLE BUTTON IN THE MIDDLE OF THE SCREEN, THE USER IS SUGGESTING THAT THEY HAVE FOUND THE PERFECT WEBPAGE.

FUNCTIONALITY

WITHOUT THE RATOR, WE WOULD USUALLY LOG ONTO WEBPAGE AND IF WE WANTED TO RATE THE WEBPAGE WE WOULD HAVE TO GO ANOTHER WEBSITE TO RATE IT. THIS WAY, YOU ARE ABLE TO BE ON A WEBPAGE AND EVALUATE IT FOR YOURSELF THUS RATING HOW COMPATIBLE IT IS. IF THE USER WANTS TO COMPARE SOME OF THEIR RATING WITH OTHER RATINGS THEY CAN VIEW ALL THEIR RATINGS ON THE DATABASE.

THE ADVANTAGES OF THIS ARE THAT THE USER FEELS A CONNECTION TO THE INTERFACE BECAUSE THEY ARE ABLE TO RATE IT. THEY GET TO HAVE THEIR OWN INPUT TO THE WEBPAGE. THE USB WILL CONNECT TO A DATABASE COLLECTION ON THE COMPUTER WHICH THE USER WILL THEN BE ABLE TO UPLOAD THEIR RATINGS WHEN THEY CAN FIND THE TIME. THEY ARE ABLE TO RATE THE PAGE STRAIGHT AWAY AND THE INPUT CAN BE STORED AND UPLOADED WHEN THE USER WANTS TO.

IF THEY CHANGE THE OPINION ABOUT A WEBSITE THE CAN EASILY JUST GO BACK AND RATE IT AGAIN, THUS UPDATING THEIR RATING. HOPEFULLY THIS PRODUCT WOULD CONTRIBUTE TO THE REDUCTION OF USER FRUSTRATION AS IT ALLOWS THE USER TO EXPRESS HOW THEY FEEL ABOUT WEB INTERFACES.



PORTABLE AND WIRELESS ELECTRONIC PROJECTION DEVICE - CIARAN RABBITTE

Portable and Wireless Electronic Projection Device

RoboNet

In the current technological era, portable electronic devices such as the mobile and ipod's are bringing us the wonder of wireless internet on a smaller scale. Much time has passed since the days we used to sit down at our over-priced and over-rated computers waiting for the dial up noise to just end already, infact nowadays it's a completely different scene where we can just about go anywhere that has a wireless hotspot and log on the world wide web from our portable device with ease. With ever expanding broadband speeds, the time in which a page loads has been greatly improved and websites load in seconds from our portable devices. However, these portable devices, although extremely functional and handy for the user are often to small for the user to see, especially a user with less eyesight than perhaps most others. This can also be quite frustrating for many users that are so used to using a laptop or desktop computer. So why not combine the 2? a portable device with all the capabilities of a desktop computer, including screen size and a keyboard. The idea of projection is being developed with mobile phones [1] [3].

How it works?

My idea is a wireless robot that is capable of projecting a computer screen and keyboard from it's body, specifically it's head. The robot is placed feet down on a flat surface. To turn the robot on the user must remove the back piece of the robot and turn on the button in the middle of it's back which will light green when activated. The reason I have the user take the back of the robot is to the give them the feeling that they are somewhat reprogramming the robot [2]. Turning on the button also activates the wireless. The robot is now activated and will make a sound to signify he is in working order. Next step is activating the projection setting for the robot. The user will notice a large button on the robot's chest that will activate the infra red projection from the robots head.The front of the robots head will project a keyboard onto the flat surface while the the back of it's head will project a 17 inch monitor display of the operating system, which could be windows or Mac OS. The robot has an inbuilt 250gb hard-drive and 2.4GHz Intel Core 2 Duo processor among other technical specs found on most new systems. As well as all this it has a usb port on its lower back and a – and + zoom on either foot for the user. A user wouldn't have to worry about the battery run out either as a robot dock would also be available to charge the robot. The idea is inspired by the way reactables are able to project portable devices on to a flat surface and also by r2d2 of star wars fame.

Research images:

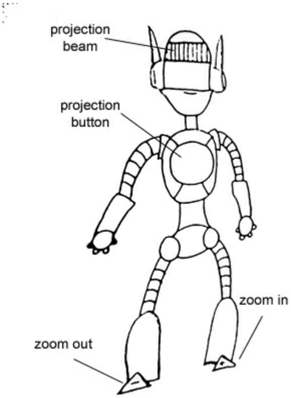
[1] http://www.textually.org/picturephoning/archives/2008/09/021256.htm

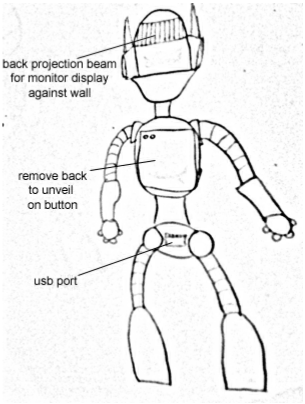
[2] http://news.bbc.co.uk/media/images/42463000/jpg/_

42463172_robottinker.jpg

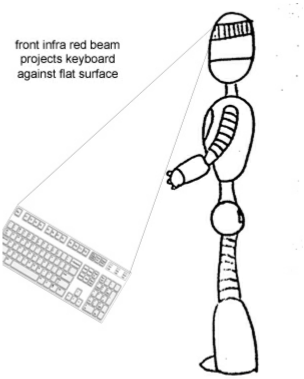
[3] http://www.projectorreviews.com/images-projectors-q3-09/Pico_cellphone_projector.jp

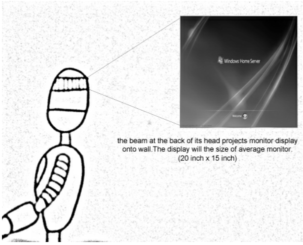
Front View This is the back.




back projection beam for monitor display against wall
remove back to unveil on button
usb port

Front projection Back projection




Windows Home Server
the beam at the back of its head projects monitor display
onto wall.The display will the size of average monitor.
(20 inch x 15 inch)

1. http://www.textually.org/picturephoning/archives/2008/09/021256.htm^

SWITCH - PAURIC FREEMAN

Switch is plug-in for computers to help with the frustration of waiting for loading and rendering.

Switch is a plug-in which prompts the user to switch applications automatically when a program starts loading or rendering is going on. The idea behind it is that it reduces the frustration of users waiting for loading or rendering to complete, so that users will look forward to rendering their massive files and not see it as a frustrating process.

I began with an idea to reduce rendering time, but realising that this would have to be done individually within each program I decided that a way around this, or to reduce the frustration would be better. So I looked online for others who got frustrated by this and found quite a bit on it (this Facebook group being my favourite http://tinyurl.com/34whhmk, which gives some interesting things to do while waiting). So once it was realised that I wasn't the only person in the world who got frustrated by this, all that was needed was to bring this together into an idea to deal with it.

When the user begins to render a file, a loading screen appears showing the percent complete of the render. When this appears on the screen, the Switch plug-in kicks in, and the user is give an option to switch the current application to another application or suggests something else for the user to do while waiting.

Switch offers some suggestions for the user to do; it might suggest a video to watch online, check out a blog, show some popular new music, etc. This works in 2 different ways. Firstly, its picks up on the users actions, their Internet usage and the tasks they perform on their computers and suggests something relevant to this, much like the way Google ads work. So, for example, if the user uses Ableton or Pro-Tools a lot, then the suggestive content could me music related, or it could be film related if the user uses Final-Draft a lot.

Another thing it does is it also picks up on what similar users of Switch around the world are doing with their spare time and makes suggestions of what they chose to do. So if a particular video or website is popular with other Switch users which use the same programs as you, then these could also be suggested.

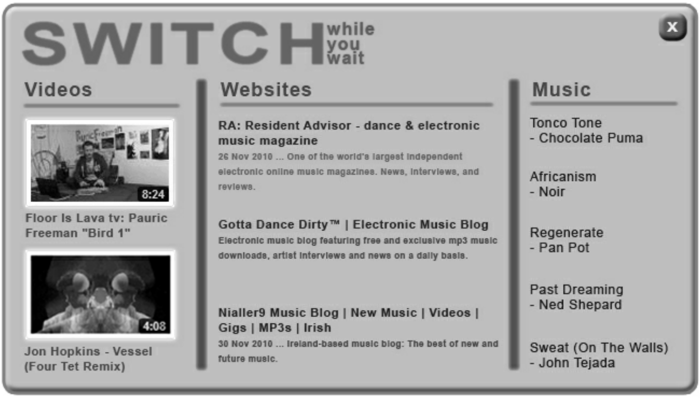
It is a mixture of these 2 that helps Switch to make useful suggestions to it's users.

When the user selects something else to do, a bar in the bottom right of the screen shows the percent complete of the loading so far, so the user can keep an eye on it at all times. When the render is complete, a screen comes up asking the user if they want to return to the program they were working on.

Another option that Switch offers is for the user to switch from one program to another, rather then to go online. This way they can quickly go from working in one program to working in another. This is designed for people who are looking to increase their work-flow. Again, once the loading or rendering completes the user has the option to go back into the original program they were working on.

The idea of this is that the user does not get frustrated waiting for loading or rendering to complete. It can either help the user to get a break from their work, which can help to be more productive if used properly and also gives the user a small goal to work towards, or for the second option of switching to another program to work on, it can help the user to work faster and more easily.

Here is my image of what Switch will look like. This box appears when rendering/loading begins and the small box in the bottom corner stays on screen to show how much of the render/loading is left.



Floor Is Lava tv: Pauric Freeman "Bird 1"

Jon Hopkins - Vessel (Four Tet Remix)

RA: Resident Advisor - dance & electronic music magazine
26 Nov 2010 ... One of the world's largest independent electronic online music magazines. News, interviews, and reviews.

Gotta Dance Dirty™ | Electronic Music Blog
Electronic music blog featuring free and exclusive mp3 music downloads, artist interviews and news on a daily basis.

Nialler9 Music Blog | New Music | Videos | Gigs | MP3s | Irish
30 Nov 2010 ... Ireland-based music blog: The best of new and future music.

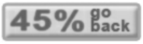
Tonco Tone
- Chocolate Puma

Africanism
- Noir

Regenerate
- Pan Pot

Past Dreaming
- Ned Shepard

Sweat (On The Walls)
- John Tejada



JENORATOR - PÁDRAIG BIRCH

The RSS Joke Generator, or “JENORATOR” [fig.1], is a widget application for personal computers and mobile devices which scans a users RSS feed subscriptions for updates. Based on that information it searches the internet for jokes that are relevant to a given article. The core concept behind the application was to produce an enjoyable means by which a user can engage with the information which his or her RSS feed system collects. The RSS Joke Generator only pulls information concerned with current events and organises it based on whether or not it can find satirical material relevant to the various articles. The theory behind this idea is that if a current event sto1ry is significant enough it will be satirised.

Character Design

The jokes are delivered by a small avatar, the appearance of the avatar is loosely based on Jay Leno, Conan O'Brien and David Letterman. The character is designed in this way as an effort to draw on some of the notions that a user may already have about joke telling, particularly current events satire. Hopefully the familiarity of the image will help set the context of the jokes, and evoke the appropriate emotional response from the user. “His [the avatar] various attributes should work together harmoniously; his body, clothing, voice, animations, facial expressions, and other characteristics should all join to express him and his role clearly...”(Fundamentals of Game Design, Character Development, Ernest Adams, 2009, Pg127)

The visual style of the character is very much an attempt at a cartoonish caricature of a US prime-time talk show host, or at least what one might expect of the US prime-time talk show host. The features are exaggerated to poke fun at certain current TV personalities and also to compliment the premise of the application. “Characters work because we recognize even the most distorted traits as human, and we empathize because we see evidences of those traits in ourselves and those around us.”(http://is.gd/hZVKU, by Copyright © 1992 by the ACM*, 30-Nov-2010)*

Functionality

The 'talk show host' avatar calls up a series of jokes that are displayed in individual speech bubbles. The user may scroll through the speech bubbles by clicking on the next and previous arrows which lie beside the boxes. If the user's interest is piqued by a joke topic he or she can then click on the speech bubble which contains the joke and this will bring them to the original RSS feed source, about which the joke is based. The functionality of the application is also complimented by some randomised character animations, this is an attempt to make the character seem more personable.[1]

In an effort to make sure that this widget application felt non-invasive to the user it was necessary to limit the audio utilised throughout the application to simple feedback audio-clips, for example, the application will respond when the user clicks on the speech bubbles with a sound to confirm the action. It would also be inappropriate to have a computerised voice-over for joke delivery.

The program also has a filtration system which blocks any overly-offensive material from being pulled from the internet and displayed. This is important for two reasons. Firstly, the widget is intended to be of a light-hearted nature, with a broad humour appeal. Secondly, the avatar's appearance conjures up an association with US prime-time talk show hosts and in order to stay consistent with that image the content must be in keeping with the style of humour employed by US prime-time talk show hosts.

1. (http://is.gd/hZUN2, by Robert Reimann,30-Nov-2010)↩

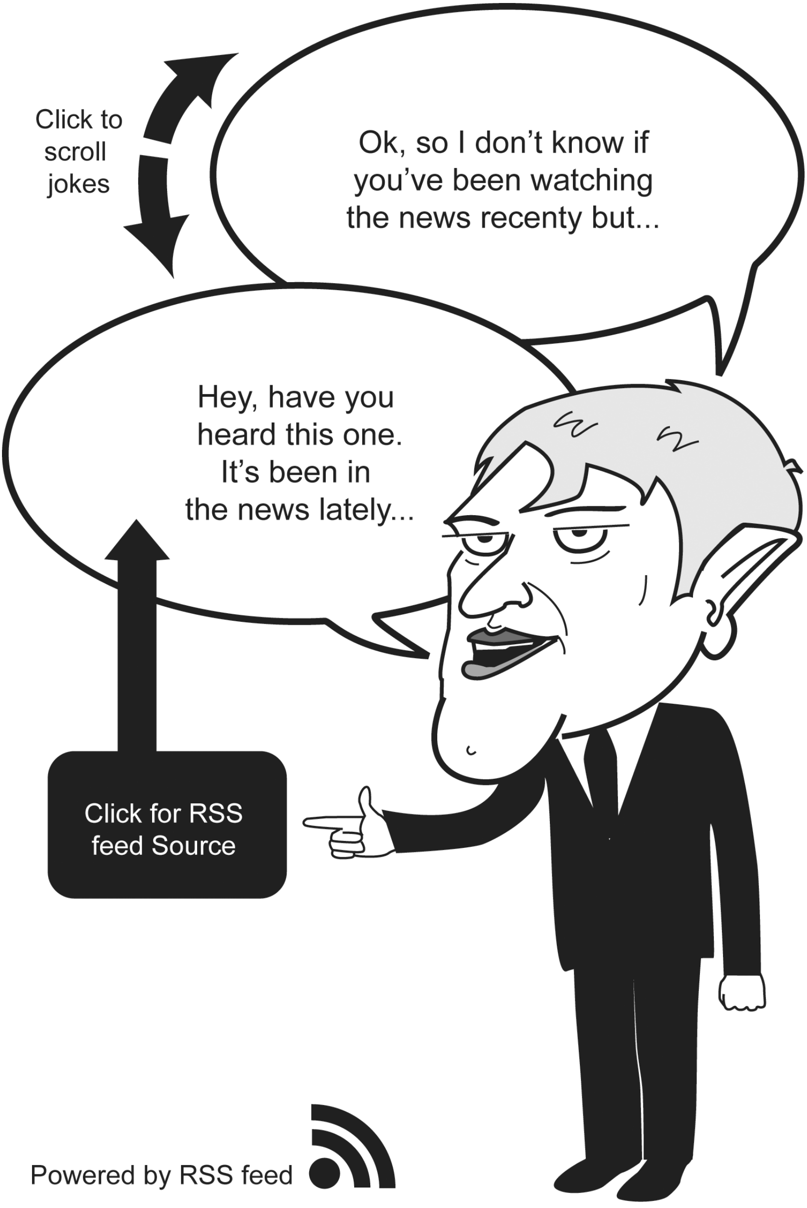

Click to scroll jokes
Ok, so I don’t know if you’ve been watching the news recenty but...
Hey, have you heard this one. It’s been in the news lately...
Click for RSS feed Source
Powered by RSS feed

fig.1

Thanks for reading!

Visit http://flossmanuals.net to make corrections or to find more manuals.